

PinRemote™ Model BCT Instructions



Overview

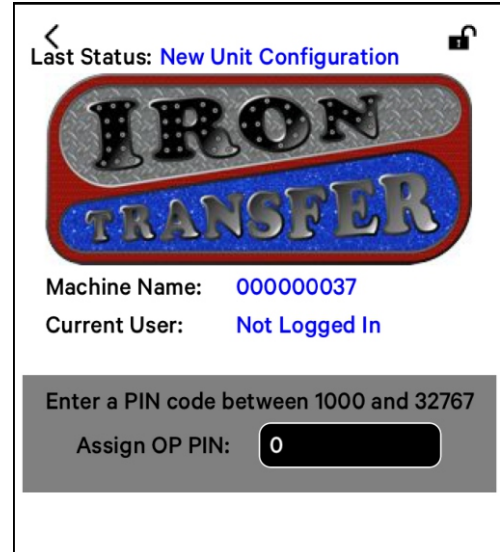
The PinRemote™ Bill / Coin / Token (BCT) model has 14 users: *Operator* being the master user. Four other accounts are designed for arcade people and 8 others are friend accounts. This is the choice for arcade/barcade operators where cash / tokens are the primary payment method used.

New Unit Config.

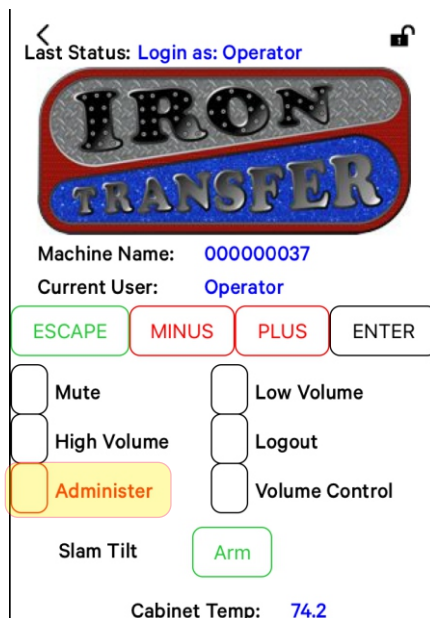
New BCT units need to be installed (see installation instructions). Once this is done you can pull up the Simblee app on your mobile device and you should see a choice for your new PinRemote™. The names you should see are “PinRem” and a 9 digit serial number (this number is on your circuit board too). Once you connect you will see this screen where the Operator assigns their PIN code:

Choose a PIN Code

PIN codes are integers between 1000 and 32767 inclusive. We recommend 5 digit PIN codes. Once you click on the black area a keypad will come up. Press “Return” when done.



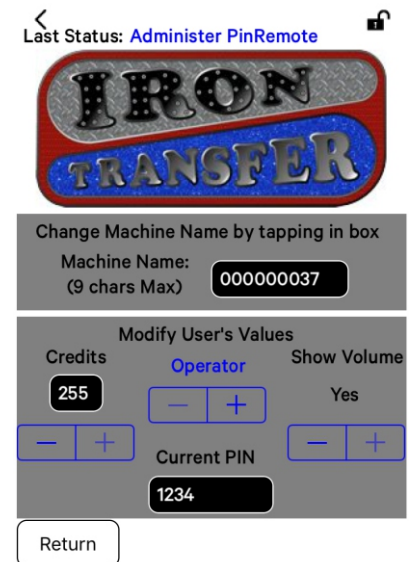
Administer the Machine



When you are logged in as the Operator you will see a button which takes you to the Administration screen. All other users will not see this button. Press it to change the PinRemote™ configuration. This is highlighted in **YELLOW** in the picture to the left.

Rename the Machine

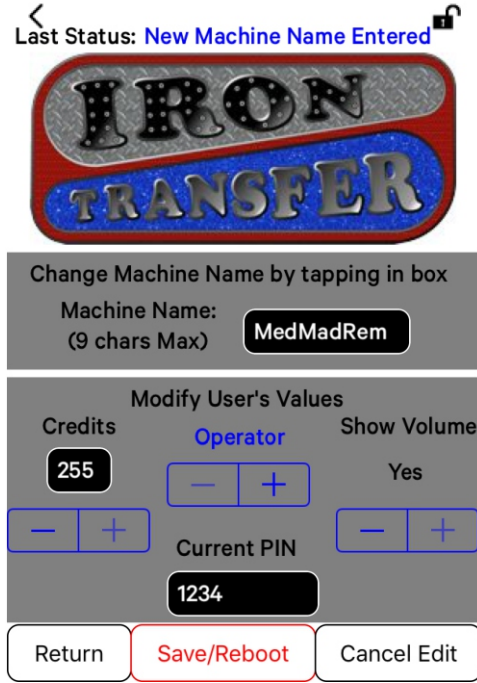
The machine’s name can be changed from its serial number to something more meaningful like “MedMadRem”. The new name is limited to 9 characters. Enter it by tapping into the machine name, using backspace to erase what is there and type out your new name and hit Enter.



Rename the Machine (continued)



The picture at the right shows the new name entered. To make this change happen, you need to click **Save/Reboot** at the bottom. If you don't want your edits to apply hit **Cancel Edit** or **Return** to go back to the main screen. The reboot allows you to connect to the new name you just entered.



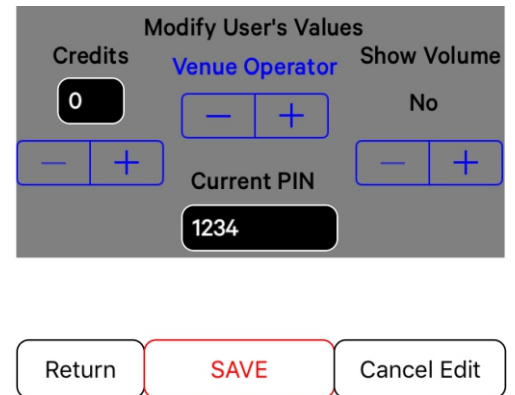
User Roles

There are 12 other roles besides the Operator. These roles are listed here. Each role that will be used needs to have a unique PIN code assigned to it. You assume that role when you login with that PIN code. PIN codes need to be unique.

<u>User Name</u>	<u>Role Description</u>
Venue Operator	Arcade/Barcade Operator that doesn't own machines
Venue Employee	Arcade/Barcade Employees
Refund Account	Service credits that can be given when money not credited correctly
Friend 1	Friend 1 - person "1" that can have free play credits or volume control
Friend 2	Friend 2 " 2
...	...
Friend 8	Friend 8 " 8

How to Administer Users

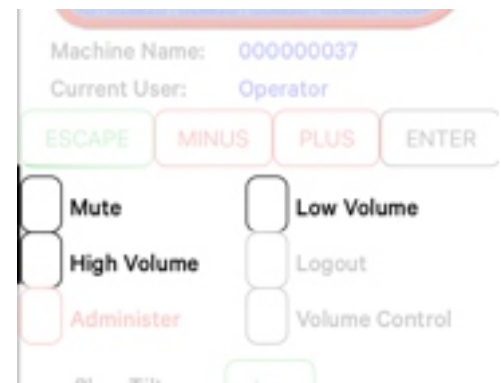
Shown at the right is the bottom portion of the *Administration* screen. The "+ / -" boxes below the three changable items are *Steppers*. You can change the value above them by using + or - keys. You move between different users by using the center stepper. This capture shows the Venue Operator's values. This user has been assigned the PIN code value of "1234". You can also tap into the *Credits* numeric field and enter a value. The "Show Volume" stepper determines if the current user can directly use the volume buttons.



Once you change something for this user you are shown the *Save* and *Cancel Edit* buttons. *Save* puts the current values in the non-volatile memory and commits these values. *Cancel Edit* or *Return* discards any changes.

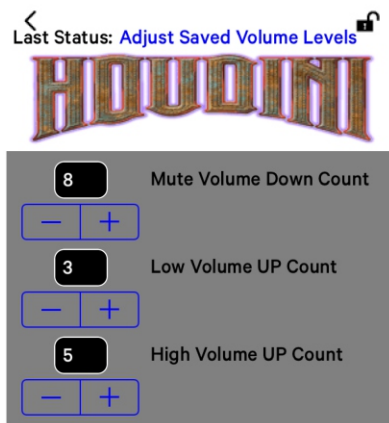
Volume Macro Buttons

There are 3 macro buttons in the center of the main screen that automate volume control. These are *Mute*, *Low Volume* and *High Volume*. Mute sends a controllable number of “volume down” commands to the CPU. Low Volume does a Mute macro followed by a controllable number of “volume up” commands. High Volume does a Mute followed by a separately-controllable number of “volume up” commands. The following section describes how to control these numbers.



Volume Control Screen

The *Volume Control* button shown above takes you to the screen shown here.



Here you adjust how many commands are sent for each macro button. The “Mute Volume Down Count” number should be greater than or equal to the highest volume level the machine is likely to be set to for zero volume to be achieved. “Low Volume Up Count” is how many up volume commands are sent to set the low volume level. “High Volume Up Count” is normally a larger number than the low level to limit how loud the machine can be turned up. You can tap on the number or use the steppers to change values, then you will see the Save button appear.

Friend Account Operation

Friend accounts provide a way for operators to offer quantities of games that someone can play in the future. Friends access their games by loading the free “Simblee for Mobile” app on their mobile device and using their PIN code to login to the PinRemote™ for the machine they bought their credits for. The screen at the right shows user *Friend 1* being given 7 credits with a PIN of 23456 and no volume control. These credits are retained over power cycles.


If a friend account doesn't have a smart phone then venue personnel should be able to award credits using their PIN code using the house smart device.




**Awarding
Friend Credits**

Once the Friend 1 user has logged in they will see the screen shown here. Their 7 credits are shown as entered by the Operator from the previous Administration screen.

Using the *Award Credit* button they can add machine service credits until the count goes to zero. This also keeps the income accounting correct.

< Last Status: Login as: Friend 1 



Machine Name: 000000039
Current User: Friend 1

Mute Low Volume
 High Volume Logout

Credit Count: **7**

Cabinet Temp: 73.8